

AMENDMENTS TO THE CLAIMS

Claims 1-82 were filed originally and claims 31-35 and 47-53 were previously canceled as being directed to non-elected claims. Thus, claims 1-30, 36-46, and 54-82 were pending at the time of the Action.

Claims 7-8, 25-26, 38-39, 54-61, 66-70, and 72-82 are canceled.

Claims 1, 9, 11-13, 17, 20, 27, 36, 40, 42-44, and 62-65 are amended.

Accordingly, claims 1-6, 9-24, 27-30, 36-37, 40-46, 62-65, and 71 remain pending.

1. (Once Amended) A method comprising:

transforming frames in a video sequence using a wavelet transform and motion information between frames to produce multiple sub-bands of coefficients; and

coding the coefficients of each sub-band independently bit-plane by bit-plane using different coding primitives, wherein the coding primitives comprise:

zero coding to code new information about a coefficient that is not yet significant in a previous bit-plane; and

sign coding to code a sign of the coefficient once the coefficient is deemed significant.

2. (Original) A method as recited in claim 1, wherein the wavelet transform comprises a shape-adaptive discrete wavelet transform.

1           **3. (Original)** A method as recited in claim 1, wherein the transforming  
2 comprises performing a temporal 1-D wavelet transform along motion trajectories  
3 in a temporal direction.

4  
5           **4. (Original)** A method as recited in claim 1, wherein the transforming  
6 comprises:

7           performing a temporal wavelet transform on corresponding pixels in a  
8 video object along motion trajectories in a temporal direction to produce frames of  
9 temporal wavelet coefficients; and

10           performing a spatial wavelet transform on the frames of the temporal  
11 wavelet coefficients to produce multiple sub-bands of wavelet coefficients.

12  
13           **5. (Original)** A method as recited in claim 1, wherein the coding  
14 produces multiple bitstreams, one for each sub-band, and further comprising  
15 forming a bitstream from the multiple bitstreams.

16  
17           **6. (Original)** A method as recited in claim 1, wherein the coding  
18 comprises transposing selected sub-bands.

19  
20           **7. (Canceled)**

21  
22           **8. (Canceled)**

1           9.    (Once Amended) A method ~~as recited in claim 7~~, comprising:  
2            transforming frames in a video sequence using a wavelet transform and  
3            motion information between frames to produce multiple sub-bands of coefficients;  
4            coding the coefficients of each sub-band independently bit-plane by bit-  
5            plane using different coding primitives, wherein the coding primitives comprise:

6                   zero coding to code new information about a coefficient that is not  
7                   yet significant in a previous bit-plane;

8                   sign coding to code a sign of the coefficient once the coefficient is  
9                   deemed significant; and

10                  magnitude refinement to code new information of a coefficient that  
11                  has already become significant in the previous bit-plane.

12  
13           10.   (Original) A method as recited in claim 1, wherein the coding  
14           comprises assigning contexts to the coefficients of each sub-band based on  
15           numbers of significant neighboring samples.

16  
17           11.   (Once Amended) A method ~~as recited in claim 10~~, comprising:  
18            transforming frames in a video sequence using a wavelet transform and  
19            motion information between frames to produce multiple sub-bands of coefficients;  
20            coding the coefficients of each sub-band independently by assigning  
21            contexts to the coefficients of each sub-band based on numbers of significant  
22            neighboring samples;

23                  wherein the sub-bands include an LLL (low-low-low) sub-band and an  
24                  LLH (low-low-high) sub-band and the contexts are assigned as follows:  
25

LLL and LLH Sub-bands				
h	v	a	d	Context
2	x	x	x	0
1	$\geq 1$	x	x	0
1	0	$\geq 1$	x	1
1	0	0	x	2
0	2	0	x	3
0	1	0	x	4
0	0	$\geq 1$	x	5
0	0	0	3	6
0	0	0	2	7
0	0	0	1	8
0	0	0	0	9

where "h" represents a number of immediate horizontal neighbors that are significant and  $0 < h < 2$ , "v" represents a number of immediate vertical neighbors that are significant and  $0 < v < 2$ , "a" represents a number of immediate temporal neighbors that are significant and  $0 < a < 2$ , and "d" represents a number of immediate diagonal neighbors that are significant and  $0 < d < 12$ .

12. (Once Amended) A method as recited in claim 10, comprising:  
transforming frames in a video sequence using a wavelet transform and motion information between frames to produce multiple sub-bands of coefficients;  
coding the coefficients of each sub-band independently by assigning contexts to the coefficients of each sub-band based on numbers of significant neighboring samples;

wherein the sub-bands include an LHH (low-high-high) sub-band and the contexts are assigned as follows:

LHH Sub-band			
h	v+a	d	Context
2	x	x	0
1	$\geq 3$	x	0
1	$\geq 1$	$\geq 4$	1
1	$\geq 1$	x	2
1	0	$\geq 4$	3
1	0	x	4
0	$\geq 3$	x	5
0	$\geq 1$	$\geq 4$	6
0	$\geq 1$	x	7
0	0	$\geq 4$	8
0	0	x	9

where "h" represents a number of immediate horizontal neighbors that are significant and  $0 < h < 2$ , "v" represents a number of immediate vertical neighbors that are significant and  $0 < v < 2$ , "a" represents a number of immediate temporal neighbors that are significant and  $0 < a < 2$ , and "d" represents a number of immediate diagonal neighbors that are significant and  $0 < d < 12$ .

13. (Once Amended) A method ~~as recited in claim 10~~, comprising:  
transforming frames in a video sequence using a wavelet transform and  
motion information between frames to produce multiple sub-bands of coefficients;  
coding the coefficients of each sub-band independently by assigning  
contexts to the coefficients of each sub-band based on numbers of significant  
neighboring samples;

wherein the sub-bands include an HHH (high-high-high) sub-band and the contexts are assigned as follows:

d	h+v+a	Context
$\geq 6$	x	0
$\geq 4$	$\geq 3$	1
$\geq 4$	x	2
$\geq 2$	$\geq 4$	3
$\geq 2$	$\geq 2$	4
$\geq 2$	x	5
$\geq 0$	$\geq 4$	6
$\geq 0$	$\geq 2$	7
$\geq 0$	1	8
$\geq 0$	0	9

where "h" represents a number of immediate horizontal neighbors that are significant and  $0 < h < 2$ , "v" represents a number of immediate vertical neighbors that are significant and  $0 < v < 2$ , "a" represents a number of immediate temporal neighbors that are significant and  $0 < a < 2$ , and "d" represents a number of immediate diagonal neighbors that are significant and  $0 < d < 12$ .

14. (Original) A method as recited in claim 1, further comprising truncating a number of bits in each bit-plane according to rate-distortion curves.

15. (Original) A method as recited in claim 1, further comprising estimating motion trajectories of pixels in a video object from frame to frame in the video sequence and said transforming is performed on corresponding pixels along the motion trajectories.

1       **16. (Original)** A computer-readable medium comprising computer-  
2 executable instructions that, when executed by one or more processors, perform  
3 the method as recited in claim 1.

4  
5       **17. (Once Amended)** A method comprising:  
6 estimating motion trajectories of pixels in a video object from frame to  
7 frame in a video sequence;

8 performing a temporal wavelet transform on the corresponding pixels along  
9 the motion trajectories in a temporal direction to produce frames of temporal  
10 wavelet coefficients;

11 performing a spatial wavelet transform on the frames of the temporal  
12 wavelet coefficients to produce multiple sub-bands of wavelet coefficients; and

13 coding each sub-band of wavelet coefficients independently bit-plane by  
14 bit-plane using different coding primitives, wherein the coding primitives  
15 comprise:

16 zero coding to code new information about a wavelet coefficient that  
17 is not yet significant in a previous bit-plane; and

18 sign coding to code a sign of the wavelet coefficient once the  
19 wavelet coefficient is deemed significant.

20  
21       **18. (Original)** A method as recited in claim 17, wherein the estimating  
22 comprises matching corresponding pixels in the video object from frame to frame  
23 in the video sequence.

19. (Original) A method as recited in claim 17, wherein the temporal and spatial wavelet transforms comprise a shape-adaptive discrete wavelet transform.

20. (Once Amended) A method as recited in claim 17, comprising:  
estimating motion trajectories of pixels in a video object from frame to frame in a video sequence;

performing a temporal wavelet transform on the corresponding pixels along the motion trajectories in a temporal direction to produce frames of temporal wavelet coefficients;

performing a spatial wavelet transform on the frames of the temporal wavelet coefficients to produce multiple sub-bands of wavelet coefficients;

coding each sub-band of wavelet coefficients independently; and

wherein the performing a temporal wavelet transform comprises:

forming a pixel array containing pixels that continue from frame to frame in the video sequence;

examining a pixel in a frame to determine whether the pixel is a terminating pixel that does not continue to a next frame;

if the pixel is a terminating pixel, terminating the pixel array; and

if the pixel is not a terminating pixel, adding the pixel to the pixel array.



1       **21. (Original)** A method as recited in claim 20, further comprising  
2 transforming the pixels arrays to produce the frames of temporal wavelet  
3 coefficients.

4  
5       **22. (Original)** A method as recited in claim 17, wherein the coding  
6 comprises transposing selected sub-bands to reduce a number of sub-bands to be  
7 coded.

8  
9       **23. (Original)** A method as recited in claim 17, wherein the coding  
10 comprises:

11       coding the wavelet coefficients in bit-planes; and  
12       allocating bits for the bit-planes according to a rate-distortion optimization.

13  
14       **24. (Original)** A method as recited in claim 17, further comprising  
15 truncating bits allocated to a bit-plane at a point on a rate-distortion curve that  
16 approximates a convex hull.

17  
18       **25. (Canceled)**

19  
20       **26. (Canceled)**

21  
22       **27. (Once Amended)** A method as ~~recited in claim 25~~, comprising:  
23       estimating motion trajectories of pixels in a video object from frame to  
24 frame in a video sequence;  
25

1 performing a temporal wavelet transform on the corresponding pixels along  
2 the motion trajectories in a temporal direction to produce frames of temporal  
3 wavelet coefficients;

4 performing a spatial wavelet transform on the frames of the temporal  
5 wavelet coefficients to produce multiple sub-bands of wavelet coefficients; and

6 coding each sub-band of wavelet coefficients independently bit-plane by  
7 bit-plane using different coding primitives, wherein the coding primitives  
8 comprise:

9 zero coding to code new information about a wavelet coefficient that  
10 is not yet significant in a previous bit-plane;

11 sign coding to code a sign of the wavelet coefficient once the  
12 wavelet coefficient is deemed significant; and

13 magnitude refinement to code new information of a wavelet  
14 coefficient that has already become significant in the previous bit-plane.

15  
16 28. (Original) A method as recited in claim 17, wherein the coding  
17 produces multiple bitstreams for corresponding sub-bands of wavelet coefficients  
18 and further comprising constructing a multi-layer bitstream from the multiple  
19 bitstreams.

20  
21 29. (Original) A method as recited in claim 17, wherein the coding  
22 comprises assigning contexts to the wavelet coefficients of each sub-band based  
23 on numbers of significant neighboring samples.  
24  
25

1       **30. (Original)** A computer-readable medium comprising computer-  
 2       executable instructions that, when executed by one or more processors, perform  
 3       the method as recited in claim 17.

4  
 5       **31. (Previously Canceled)**

6  
 7       **32. (Previously Canceled)**

8  
 9       **33. (Previously Canceled)**

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 11       **34. (Previously Canceled)**

12  
 13       **35. (Previously Canceled)**

14  
 15       **36. (Once Amended)** A method comprising:  
 16       coding sub-bands of coefficients produced from transforming video frames  
 17       in an independent manner such that one sub-band of coefficients is coded  
 18       independently of another sub-band of coefficients; and  
 19       constructing a bitstream from the independently coded sub-bands; and  
 20       wherein the coefficients of each sub-band are coded bit-plane by bit-plane  
 21       using different coding primitives, wherein the coding primitives comprise:  
 22               zero coding to code new information about a coefficient that is not  
 23               yet significant in a previous bit-plane; and  
 24               sign coding to code a sign of the coefficient once the coefficient is  
 25               deemed significant.

37. (Original) A method as recited in claim 36, wherein the coding comprises transposing selected sub-bands prior to said coding.

38. (Canceled)

39. (Canceled)

40. (Once Amended) A method as recited in claim 38, comprising:  
coding sub-bands of coefficients produced from transforming video frames  
in an independent manner such that one sub-band of coefficients is coded  
independently of another sub-band of coefficients;

constructing a bitstream from the independently coded sub-bands; and  
wherein the coefficients of each sub-band are coded bit-plane by bit-plane  
using different coding primitives, wherein the coding primitives comprise:

zero coding to code new information about a coefficient that is not yet significant in a previous bit-plane;

sign coding to code a sign of the coefficient once the coefficient is deemed significant; and

magnitude refinement to code new information of a coefficient that has already become significant in the previous bit-plane.

1       **41. (Original)** A method as recited in claim 36, wherein the coding  
2 comprises assigning contexts to the coefficients of each sub-band based on  
3 numbers of significant neighboring samples.

4  
5       **42. (Once Amended)** A method ~~as recited in claim 41~~, comprising:  
6       coding sub-bands of coefficients produced from transforming video frames  
7 in an independent manner such that one sub-band of coefficients is coded  
8 independently of another sub-band of coefficients;  
9       constructing a bitstream from the independently coded sub-bands;  
10       wherein the coding comprises assigning contexts to the coefficients of each  
11 sub-band based on numbers of significant neighboring samples; and  
12       wherein the sub-bands include an LLL (low-low-low) sub-band and an  
13 LLH (low-low-high) sub-band and the contexts are assigned as follows:

LLL and LLH Sub-bands				
h	v	a	d	Context
2	x	x	x	0
1	$\geq 1$	x	x	0
1	0	$\geq 1$	x	1
1	0	0	x	2
0	2	0	x	3
0	1	0	x	4
0	0	$\geq 1$	x	5
0	0	0	3	6
0	0	0	2	7
0	0	0	1	8
0	0	0	0	9

23  
24 where "h" represents a number of immediate horizontal neighbors that are  
25 significant and  $0 < h < 2$ , "v" represents a number of immediate vertical neighbors

that are significant and  $0 < v < 2$ , "a" represents a number of immediate temporal neighbors that are significant and  $0 < a < 2$ , and "d" represents a number of immediate diagonal neighbors that are significant and  $0 < d < 12$ .

**43. (Once Amended)** A method as recited in claim 41, comprising:  
coding sub-bands of coefficients produced from transforming video frames  
in an independent manner such that one sub-band of coefficients is coded  
independently of another sub-band of coefficients;  
constructing a bitstream from the independently coded sub-bands;  
wherein the coding comprises assigning contexts to the coefficients of each  
sub-band based on numbers of significant neighboring samples; and

wherein the sub-bands include an LHH (low-high-high) sub-band and the contexts are assigned as follows:

LHH Sub-band			
h	v+a	d	Context
2	x	x	0
1	$\geq 3$	x	0
1	$\geq 1$	$\geq 4$	1
1	$\geq 1$	x	2
1	0	$\geq 4$	3
1	0	x	4
0	$\geq 3$	x	5
0	$\geq 1$	$\geq 4$	6
0	$\geq 1$	x	7
0	0	$\geq 4$	8
0	0	x	9

where "h" represents a number of immediate horizontal neighbors that are significant and  $0 < h < 2$ , "v" represents a number of immediate vertical neighbors

that are significant and  $0 < v < 2$ , "a" represents a number of immediate temporal neighbors that are significant and  $0 < a < 2$ , and "d" represents a number of immediate diagonal neighbors that are significant and  $0 < d < 12$ .

44. (Once Amended) A method as recited in claim 41, comprising:  
coding sub-bands of coefficients produced from transforming video frames  
in an independent manner such that one sub-band of coefficients is coded  
independently of another sub-band of coefficients;

constructing a bitstream from the independently coded sub-bands;  
wherein the coding comprises assigning contexts to the coefficients of each  
sub-band based on numbers of significant neighboring samples; and

wherein the sub-bands include an HHH (high-high-high) sub-band and the contexts are assigned as follows:

d	h+v+a	Context
$\geq 6$	x	0
$\geq 4$	$\geq 3$	1
$\geq 4$	x	2
$\geq 2$	$\geq 4$	3
$\geq 2$	$\geq 2$	4
$\geq 2$	x	5
$\geq 0$	$\geq 4$	6
$\geq 0$	$\geq 2$	7
$\geq 0$	1	8
$\geq 0$	0	9

where "h" represents a number of immediate horizontal neighbors that are significant and  $0 < h < 2$ , "v" represents a number of immediate vertical neighbors that are significant and  $0 < v < 2$ , "a" represents a number of immediate temporal

1 neighbors that are significant and  $0 < a < 2$ , and "d" represents a number of  
2 immediate diagonal neighbors that are significant and  $0 < d < 12$ .

3  
4 45. (Original) A method as recited in claim 36, wherein the  
5 constructing comprises forming multiple bit-planes and truncating a number of  
6 bits in each bit-plane according to a rate-distortion curve.

7  
8 46. (Original) A computer-readable medium comprising computer-  
9 executable instructions that, when executed by one or more processors, perform  
10 the method as recited in claim 36.

11  
12 47. (Cancelled)

13  
14 48. (Cancelled)

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16 49. (Cancelled)

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18 50. (Cancelled)

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20 51. (Cancelled)

21  
22 52. (Cancelled)

23  
24 53. (Cancelled)



1           54.   (Canceled)

2  
3           55.   (Canceled)

4  
5           56.   (Canceled)

6  
7           57.   (Canceled)

8  
9           58.   (Canceled)

10  
11          59.   (Canceled)

12  
13          60.   (Canceled)

14  
15          61.   (Canceled)

16  
17          62.   (Once Amended) A video encoder as ~~recited in claim 61,~~  
18 comprising:

19           a wavelet transformer to transform frames in a video sequence into multiple  
20 sub-bands of coefficients, the wavelet transform using motion information of  
21 video objects in the frames;

22           a coder to code the coefficients of each sub-band independently, the coder  
23 comprising a context-based arithmetic coder to assign contexts to the coefficients  
24 of each sub-band based on different coding primitives; and  
25

wherein the sub-bands include an LLL (low-low-low) sub-band and an LLH (low-low-high) sub-band and the coder employs a zero coding primitive to code new information about a coefficient that is not yet significant in a previous bit-plane by assigning the contexts as follows:

LLL and LLH Sub-bands				
h	v	a	d	Context
2	x	x	x	0
1	$\geq 1$	x	x	0
1	0	$\geq 1$	x	1
1	0	0	x	2
0	2	0	x	3
0	1	0	x	4
0	0	$\geq 1$	x	5
0	0	0	3	6
0	0	0	2	7
0	0	0	1	8
0	0	0	0	9

where "h" represents a number of immediate horizontal neighbors that are significant and  $0 < h < 2$ , "v" represents a number of immediate vertical neighbors that are significant and  $0 < v < 2$ , "a" represents a number of immediate temporal neighbors that are significant and  $0 < a < 2$ , and "d" represents a number of immediate diagonal neighbors that are significant and  $0 < d < 12$ .

63. (Once Amended) A video encoder as recited in claim 61, comprising:

a wavelet transformer to transform frames in a video sequence into multiple sub-bands of coefficients, the wavelet transform using motion information of video objects in the frames;

1 a coder to code the coefficients of each sub-band independently, the coder  
2 comprising a context-based arithmetic coder to assign contexts to the coefficients  
3 of each sub-band based on different coding primitives; and

4 wherein the sub-bands include an LHH (low-high-high) sub-band and the  
5 coder employs a zero coding primitive to code new information about a coefficient  
6 that is not yet significant in a previous bit-plane by assigning the contexts as  
7 follows:

LHH Sub-band			
h	v+a	d	Context
2	x	x	0
1	$\geq 3$	x	0
1	$\geq 1$	$\geq 4$	1
1	$\geq 1$	x	2
1	0	$\geq 4$	3
1	0	x	4
0	$\geq 3$	x	5
0	$\geq 1$	$\geq 4$	6
0	$\geq 1$	x	7
0	0	$\geq 4$	8
0	0	x	9

17  
18 where "h" represents a number of immediate horizontal neighbors that are  
19 significant and  $0 < h < 2$ , "v" represents a number of immediate vertical neighbors  
20 that are significant and  $0 < v < 2$ , "a" represents a number of immediate temporal  
21 neighbors that are significant and  $0 < a < 2$ , and "d" represents a number of  
22 immediate diagonal neighbors that are significant and  $0 < d < 12$ .

64. (Once Amended) A video encoder as recited in claim 61,  
comprising:

a wavelet transformer to transform frames in a video sequence into multiple sub-bands of coefficients, the wavelet transform using motion information of video objects in the frames;

a coder to code the coefficients of each sub-band independently, the coder comprising a context-based arithmetic coder to assign contexts to the coefficients of each sub-band based on different coding primitives; and

wherein the sub-bands include an HHH (high-high-high) sub-band and the coder employs a zero coding primitive to code new information about a coefficient that is not yet significant in a previous bit-plane by assigning the contexts as follows:

d	h+v+a	Context
$\geq 6$	x	0
$\geq 4$	$\geq 3$	1
$\geq 4$	x	2
$\geq 2$	$\geq 4$	3
$\geq 2$	$\geq 2$	4
$\geq 2$	x	5
$\geq 0$	$\geq 4$	6
$\geq 0$	$\geq 2$	7
$\geq 0$	1	8
$\geq 0$	0	9

where "h" represents a number of immediate horizontal neighbors that are significant and  $0 < h < 2$ , "v" represents a number of immediate vertical neighbors that are significant and  $0 < v < 2$ , "a" represents a number of immediate temporal

neighbors that are significant and  $0 < a < 2$ , and "d" represents a number of immediate diagonal neighbors that are significant and  $0 < d < 12$ .

65. (Once Amended) A video encoder as recited in claim 61, comprising:

a wavelet transformer to transform frames in a video sequence into multiple sub-bands of coefficients, the wavelet transform using motion information of video objects in the frames;

a coder to code the coefficients of each sub-band independently, the coder comprising a context-based arithmetic coder to assign contexts to the coefficients of each sub-band based on different coding primitives; and

wherein the coder employs a sign coding primitive to code a sign of the coefficient once the coefficient is deemed significant by assigning the contexts as follows:

h=-1				H=0			
v	a	$\hat{x}$	Context	v	a	$\hat{x}$	Context
-1	-1	0	0	-1	-1	0	9
-1	0	0	1	-1	0	0	10
-1	1	0	2	-1	1	0	11
0	-1	0	3	0	-1	0	12
0	0	0	4	0	0	0	13
0	1	0	5	0	1	1	12
1	-1	0	6	1	-1	1	11
1	0	0	7	1	0	1	10
1	1	0	8	1	1	1	9

h=1			
v	a	$\hat{x}$	Context
-1	-1	1	8
-1	0	1	7
-1	1	1	6
0	-1	1	5
0	0	1	4
0	1	1	3
1	-1	1	2
1	0	1	1
1	1	1	0

where "h" represents a number of immediate horizontal neighbors that are significant and  $0 < h < 2$ , "v" represents a number of immediate vertical neighbors that are significant and  $0 < v < 2$ , "a" represents a number of immediate temporal neighbors that are significant and  $0 < a < 2$ , and  $\hat{x}$  is a sign symbol prediction in a given context.

66. (Canceled)

67. (Canceled)

68. (Canceled)

69. (Canceled)

70. (Canceled)

1           71. (Once Amended) A video encoder as ~~recited in claim 68~~,  
2 comprising:

3           means for estimating motion trajectories of pixels in a video object from  
4 frame to frame in a video sequence;

5           means for performing a temporal wavelet transform on the corresponding  
6 pixels along the motion trajectories in a temporal direction to produce frames of  
7 temporal wavelet coefficients;

8           means for performing a spatial wavelet transform on the frames of the  
9 temporal wavelet coefficients to produce multiple sub-bands of wavelet  
10 coefficients;

11           means for coding each sub-band of wavelet coefficients independently; and

12           wherein the means for performing a temporal wavelet transform comprises:

13               means for forming a pixel array containing pixels that continue from  
14               frame to frame in the video sequence;

15               means for examining a pixel in a frame to determine whether the  
16               pixel is a terminating pixel that does not continue to a next frame;

17               if the pixel is a terminating pixel, means for terminating the pixel  
18               array; and

19               if the pixel is not a terminating pixel, means for adding the pixel to  
20               the pixel array.

21  
22           72. (Canceled)

23  
24           73. (Canceled)

1 74. (Canceled)  
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3 75. (Canceled)  
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5 76. (Canceled)  
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7 77. (Canceled)  
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9 78. (Canceled)  
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11 79. (Canceled)  
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13 80. (Canceled)  
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15 81. (Canceled)  
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17 82. (Canceled)  
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